

Amendments to the Claims

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

1. (currently amended) An apparatus for editing ~~creature~~
computer graphics character data items, the apparatus connected
to at least one creator terminal and at least one client
terminal via a network, the apparatus comprising:

a communication section for receiving ~~a plurality of at~~
least one computer graphics character data item[[s]] from the at
least one creator terminal via the network;

a character data registering device for registering the
received computer graphics character data item[[s]];

an identifying device for identifying the registered
computer graphics character data item as a plurality of
constituents;

an editing data registering device for registering editing
data including ~~at least one of~~ motion data representing at least
one motion, the motion corresponding to at least one constituent
of the computer graphics character data item, ~~text data, voice~~
~~data, and music data;~~

an editing device for combining the editing data with the
computer graphics character data item[[s]] to thereby impart ~~an~~
~~additional feature~~ the motion to the computer graphics character
representing a look of a human being or an animal; and

a presentation device for presenting the computer graphics character having the motion generated by the editing device to the at least one client terminal via the network.

2. (previously presented) The apparatus according to claim 1, further comprising:

an accepting device for accepting a request for purchasing the computer graphics character presented by the presentation device; and

a selling device for selling the computer graphics character for which the purchasing request is accepted by the accepting device.

3. (currently amended) An apparatus for editing ~~and selling~~ creature computer graphics character data items, the apparatus connected to at least one creator terminal and at least one client terminal via a network, the apparatus comprising:

a communication section for receiving ~~a plurality of~~ at least one computer graphics character data item[[s]] from the at least one creator terminal via the network;

a character data registering device for registering the received computer graphics character data item[[s]];

an identifying device for identifying the registered computer graphics character data item as a plurality of constituents;

an editing data registering device for registering editing data including ~~at least one of~~ motion data representing various motions, each motion corresponding to at least one constituent of the computer graphics character data item, ~~text data, voice data, and music data;~~

a first presentation device for presenting the registered at least one computer graphics character data item[[s]] and the various motions represented by the registered editing data to the at least one client terminal via the network;

an accepting device for accepting selection of ~~the a~~ computer graphics character data item[[s]] and ~~editing data at least one motion from the computer graphics character data item and the various motions~~ presented by the first presentation device;

an editing device for ~~editing the computer graphics character data items for which the selection is accepted by the accepting device by combining with~~ the editing data including motion data representing the selected motion with the selected computer graphics character data item to thereby impart the selected motion to the computer graphics character representing a look of a human being or an animal ~~for which the selection is accepted by the accepting device, to generate a creature data;~~ and

~~a selling device for selling the creature data generated by the editing device~~ a second presentation device for presenting the computer graphics character having the motion generated by the editing device to the at least one client terminal via the network.

4. (currently amended) The apparatus according to claim [[1]]
3, wherein:

the accepting device accepts selection of various
successive motions; and

the editing device ~~edits~~ generates the computer graphics
character having the various successive motions ~~data items in
combination with a plurality of the editing data to generate the
creature data.~~

5. (previously presented) The apparatus according to claim
1, wherein the computer graphics character data items are image
data representing a two- or three-dimensional object.

6. (canceled)

7. (canceled)

8. (currently amended) The apparatus according to claim 2,
further comprising a remuneration calculating device for
calculating, according to sales of the computer graphics
character ~~data items~~ from which the computer graphics character
~~creature data~~ sold by the selling device is derived, a
remuneration for a creator who has prepared the computer

graphics character data item[[s]].

9. (currently amended) The apparatus according to claim 2, further comprising an offering price calculating device for calculating, according to sales of the computer graphics character ~~data items~~ from which the computer graphics character ~~creature data~~ sold by the selling ~~means~~ device is derived, an offering price of the computer graphics character ~~creature data~~.

10. (currently amended) A method for editing ~~and selling~~ creature computer graphics character data items, comprising:

receiving ~~a plurality of~~ at least one computer graphics character data item[[s]] from at least one creator terminal via a network;

registering the received computer graphics character data item[[s]];

identifying the registered computer graphics character data item as a plurality of constituents;

registering editing data including ~~at least one of~~ motion data representing at least one motion, the motion corresponding to at least one constituent of the computer graphics character data item ~~, text data, voice data, and music data;~~

combining the editing data with the computer graphics character data item[[s]] to thereby impart the motion ~~an additional feature~~ to the computer graphics character

representing a look of a human being or an animal; and

presenting the computer graphics character having the motion generated by the editing process via the network;

~~accepting a request for purchasing the presented computer graphics character; and~~

~~selling the computer graphics character for which the purchasing request is accepted.~~

11. (currently amended) A method for editing ~~and selling~~ ereature computer graphics character data items, comprising:

receiving ~~a plurality of~~ at least one computer graphics character data item[[s]] from at least one creator terminal via a network;

registering the received computer graphics character data item[[s]];

identifying the registered computer graphics character data item as a plurality of constituents;

registering editing data including ~~at least one of motion data~~ representing various motions, each motion corresponding to at least one constituent of the computer graphics character data item ~~, text data, voice data, and music data;~~

presenting the registered at least one computer graphics character data item[[s]] and the various motions represented by the registered editing data to the at least one client terminal via the network;

accepting selection of ~~the~~ a presented computer graphics character data item[[s]] and ~~editing data~~ at least one motion from the computer graphics character data item and the various motions presented;

combining the ~~accepted~~ editing data including motion data representing the selected motion with the ~~accepted~~ selected computer graphics character data item[[s]] to thereby impart ~~an additional feature~~ the selected motion to the computer graphics character representing a look of a human being or an animal ~~and thus generate a creature data;~~ and

presenting the computer graphics character having the imparted motion to the at least one client terminal via the network ~~a selling process of selling the generated creature data.~~